

## Dallas Action Pistol Shooters - Steel Match Rules 2017-03-14

These rules are for consistency across squads and stages, not for excessive lawyering or gaming or griping. Have fun!

<b>Divisions</b>	Optics, Double Stack, Single Stack, Shotgun, PCC. Ask MD for exceptions
<b>Caliber</b>	9mm/.38 and up. Caliber <u>must not</u> damage steel
<b>Holster Restrictions</b>	Strong side OWB/IWB holsters only
<b>Magazine Restrictions</b>	Magazines may be stowed anywhere on person. No magazine size / quantity limits
<b>Scoring</b>	
<b>Method</b>	Time Plus (Penalties with Max Time Cap)
<b>Par Time</b>	45 seconds
<b>Time Cap Per Stage</b>	45 seconds (including penalties)
<b>Start - Stop</b>	Timer Beep - Last shot fired
<b>Round Count</b>	Max 32 rounds per stage. Max 8 rounds per array. No Limited/Virginia count allowed
<b>Miss</b>	5 seconds each
<b>Procedural</b>	5 seconds each major item. Can be undone with correct actions.
<b>Other</b>	No FTE/FTSA penalties. Counting hits steel should be last resort. RO <u>and</u> Scorekeeper track as shots occur
<b>Targets</b>	
<b>Rectangular/Square Plates</b>	2 Hits unless specified otherwise
<b>Circular Plates</b>	1 Hit unless specified otherwise
<b>Start Plate (Green Stem)</b>	Start, no shots count until Start plate is hit
<b>Stop Plate (Red Stem)</b>	Ends stage regardless of shots fired Extra shots taken after Stop plate will count as final stop time. Hits after do not count
<b>Bonus Plates (Blue)</b>	Bonus plates have special conditions specified in WSB. Practiscore will subtract bonus time from score NOTE: Bonus plates will NOT count if the shooter reaches the Par Time. Final score is the Par Time
<b>Falling Steel</b>	Must be hit, does NOT have to fall Target base does not count as hit. Continue if possible. If target turns more than 50% then REF
<b>Officiating</b>	
<b>Commands</b>	USPSA/IDPA range commands. (Make Ready, If Finished..., Range is Clear, etc.)
<b>Safety</b>	USPSA/IDPA safety rules apply (180, sweeping, dropped gun, negligent discharge, etc) No unsafe shots may be taken. Gross violation will be a Match Disqualification
<b>Unsafe Shots</b>	Shots not backed by the backstop, that would exit stage boundaries or closer than 8yds to target
<b>Scoring</b>	<u>Both RO and Scorekeeper</u> track misses. They have final say on scoring. Benefit of doubt to shooter. If score cannot be determined (ie. lots of procedurals or misses) but enough misses accumulate to be over the Par Time, the Par Time used for score. MD is final appeal on RO conduct issues.
<b>Hits</b>	Edge hits count. Stem hits do NOT count. Benefit of doubt goes to shooter
<b>Foot Faults</b>	Shots taken while faulting do not count. Shooter may adjust and erase penalties/misses
<b>Coaching</b>	RO should call out MISS/HIT on Start/Stop plate only New shooters may receive special coaching
<b>Disqualification</b>	Shooter is done for the match. Please report reasons for DQs to the MD
<b>Stage Execution</b>	
ROs are to allow flexible shooting plans (gaming) within the wording of the WSB with safety as the overriding concern.	
<b>Written Stage Briefing (WSB)</b>	The WSB will describe the start position, stage procedure, round count and other details
<b>Default Starting Position</b>	Standing upright. Facing downrange. Hands naturally at sides. Handgun loaded and holstered. Magazines stowed on person. You may <u>not</u> start with hands touching magazines or handgun unless explicitly allowed
<b>Order</b>	Arrays may be shot in any order unless explicitly stipulated in stage description
<b>Engagement</b>	Violating non-shooting stage procedure is 1 procedural per major occurrence Shooters can correct themselves and erase relevant penalties
<b>Shooting Boxes</b>	You may <u>not</u> stand in more than one shooting box unless explicitly allowed
<b>Shooting Positions</b>	Physically marked boxes
<b>Stage Construction</b>	Walls/barricades extend from ground to the sky. Caution Tape is a wall unless specified otherwise All props and barriers are hardcover. Minimum distance 8yds
<b>Prop Malfunction</b>	Use adjustable wrench to fix. If not fixable immediately seek MD. Use best judgement on reshoots If prop/target moves then reposition as best as possible. If a safety concern arises immediately seek MD
<b>Terms / Condition</b>	
<b>Unloaded / Empty</b>	Slide forward, hammer down, magwell empty, safety is shooters choice.
<b>Engage</b>	Shoot at with required number of rounds